



MOTION CONTROL

for IMAGEFX

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PanCanvas 1.74
Motion Control for ImageFX 2.6 and Above

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Quick Start Instructions for PanCanvas

Complete documentation for PanCanvas can be found on your PanCanvas disk and will be installed to your hard drive as part of the standard installation process. To get the most out of the program you should read the documentation thoroughly. But for those who can't wait, here's a very brief introduction to PanCanvas.

Installation

Installing PanCanvas is as easy as double-clicking on the Install icon and allowing the standard Commodore installer to do the necessary work. As long as your assigns are properly set up for ImageFX (the ImageFX installation does this for you), all should go smoothly. Be sure to install your keyfile as described in the on-disk README file.

Introduction

PanCanvas is an extension to ImageFX that turns it into a motion control engine. Motion control, in a nutshell, is the process of creating animations from a still image by smoothly panning over it. This can be used for dramatic zoom in or out effects commonly seen in documentaries, where an old document or photograph is shown—like an old family photograph. PanCanvas can move along either a straight line or a curve, and can be used in sequences to generate extremely complex motion. The results can be quite stunning.

Requirements

PanCanvas requires an Amiga with ImageFX 2.6 and either AGA or a graphics card supported by ImageFX. PanCanvas must be opened on a screen that is at least 640x480. If you are using AGA only, you will need to configure a screenmode to be this large using Overscan in the Workbench Prefs directory.

Use

PanCanvas is best experienced with a large starting image—the larger the better. Photo and film resolutions work best for this process (again, remember the television documentary: the focus is on just a small area of a photograph, and it's filling your entire screen!) PhotoCDs are a good place to start, as they typically store both small and very large resolutions of images.

To launch PanCanvas, select the Arexx button in ImageFX and execute "launchPanCanvas.ifx" which should be in your ImageFX:rexx directory. Once initialized, PanCanvas asks for a public screen. If possible, use your ImageFX screen. Failing that, use the Workbench in 256 color mode.

PanCanvas can be operated almost entirely with the mouse alone, although some keyboard input is required. Its options are configurable using the right mouse button menu.

You will then be asked for a frame width and height. This will set the dimensions of ALL of the frames PanCanvas outputs in this session. (It is very possible that you will be clipping segments from your source image that are not this size. PanCanvas handles scaling automatically.)

When prompted for colors, try to use 128 if at all possible. Your preview will look much better. PanCanvas will set up a work image for you. You will see a scaled version of your image, and two overlapping windows, called "marquees." One is labeled "1" and the other "2". This is the default setting, indicating that the animation will start on frame 1 and end on frame 2. To create a longer animation, use the "Set End Frame" option in the Project menu.

These marquees are the start and end points for the animation you will be creating. By clicking and dragging the marquees, you can plan the scene you are about to create. (Note: PanCanvas gives priority to the start frame marquee if you click where they overlap.)

To create a zoom effect, you will want to change the dimensions of either or both of the marquees. (Remember: PanCanvas automatically scales all frames to the dimensions you input at the beginning—neither marquee has to be set by you to that size, the scaling is automatic)

The program defaults to straight-line panning, but by changing to Spline panning (in the Mode menu) you can create curves. In Spline mode you cannot move the marquees—switch back to Linear mode to make position changes, then switch back if you find it necessary.

Rendering

To create your pan you must first tell the program where to send your finished frames. In the Project menu, be sure to set the save path (the directory the files should go into) and the frame name (the name which will be appended with a numerical sequence as PanCanvas works its magic). You may render to IFF or JPEG format. When you are satisfied, hit "Start" in the Project menu. PanCanvas will create the frames along the path you designated, from the starting frame (usually 1) to the end.

Finishing

You now have a set of 24-bit images. These can now be assembled into the animation format of your choice—you can use ImageFX's own ability to create ANIM, ANIM7, and MPEG formats, or the package of your choice.

Final Words

PanCanvas is an extremely powerful plugin for ImageFX. By familiarizing yourself with its operation you'll be able to create fascinating animations from what might have seemed dull or lifeless stills. We hope you enjoy PanCanvas.

NOTICE

This product is registered shareware. You have purchased a special commercial bundle of PanCanvas through Legacy Maker.

On your disk is a keyfile which enables the full features of PanCanvas. This keyfile is serialized and is intended for your use only. Fraudulent use of this keyfile in excess of its use by the original customer on a single machine is a violation of copyright law.

For upgrade information, or to find out more about Legacy Maker products, contact us at (773) 465-5158. Direct technical support questions to jcompton@xnet.com.